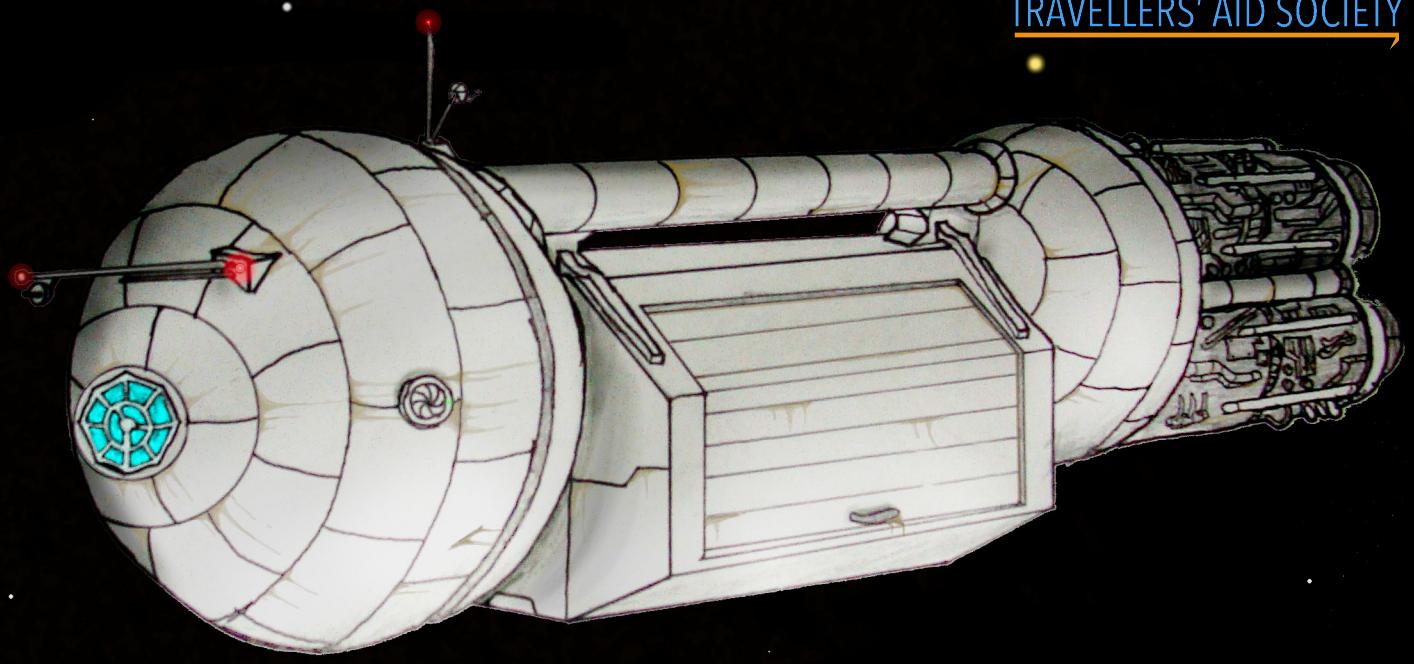
TRAVELLER

Barreller

TRAVELLERS' AID SOCIETY



A supplement for Traveller

TRAVELLER

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I am Klomster

Foreword

Greetings esteemed reader and thank you for getting this supplement. I've spent a bunch of work on it and hope you enjoy it.
This is one of two related supplements which touches on content about the B company, its ships, vehicles and other 'quality' commodities. In this supplement you will only find the Barreller High Yield Freighter while in the full supplement you will find many more designs and even an adventure featuring the B company, the A company (B companies worst rival), and other things both mundane and fantastical.

The supplements are set up so that this supplement is completely free. Costs nothing. Nada. While the main supplement costs money, but is also a way more fleshed out and content rich supplement which is sure to inspire your Traveller adventures.

The Barreller was born after i wanted to create an ultra cheap, transporter since me and my friends like to build ships in High Guard. But we have a vastly different idea of what is a 'Good' ship. In quality and ease of use and power the Barreller is horrid.

But that was never the focus, it was to create a charming ship that was believable.
And with it B company was defined.

Now who am i? I am Klomster. A roleplayer just like you who have played games for a long time and don't plan on quitting any time soon. So once more, enjoy this supplement.

-Klomster

INTRODUCTION

The B company business plan is to make affordable solutions for all your needs, be it a blindingly fast sports car to a massive spaceborn cargo hauler. B company is there to provide for all your needs!
Now some claim that B company doesn't always provide the 'safest' or most 'optimized' solutions. But B company never claimed that their products would be anything but cheap!!!
If you have doubts or questions don't worry, B company has perhaps the best legal team in the known galaxy, they we wont have any problems with those things at all!..... you were worried about your personal safety?... Carry on, CARRY ON!
-B company salesman

Welcome to *Barreller.*

This supplement for Traveller adds the Barreller High Yield Freighter. A transport ship with few alike and even fewer equals.

B COMPANY.

This is a manufacturing company which produces a vast selection of products on the cheap.
Some of their designs are even one fifth of the prize compared to other producers and because of this their products are always in high demand.

However this comes at a cost, and that cost is quality... severe loss in quality.
For you see, B company prides itself on one thing alone, low price (unofficially, they are very prouf of their outstanding legal team as well).
B company products often have clear faults which come apparent soon after buying them.
However these faults seldom hinder the primary function of the thing in question, so many see it as an acceptable loss.

The B company was founded 127 years ago by the Bwap Bawa Tanga. The company has since then prospered and is now a multi-sector spanning mega-corp which produces many many ships and millions of other articles every day.

Over its many years in service the B company has designed many succesful (and some less succesful) starships that are a staple in many hauling companies all over the imperium.

B company standard issue coveralls are a light blue-grey set of coveralls with interesting in-built systems. Costing 40 Cr to acquire separately the coveralls come standard with all B company ships and several of their ground vehicle come with one as well.

A special plastic 'bag' can be placed over the head on the neck-mounted gasket and be locked in place. The suit then inflates this bag and it forms a globe with air around the head. Lasting 15 minutes under strenous use or 30 in rested conditions.

The coveralls also feature temperature readers, void protection and limited magnetic boot soles.
On paper this is a fantastic crew safety and work uniform for spacers, and it is decent.
But the bag punctures much easier than people dare admit, the temperature readers are rudimentary at best and break in -40 to +50 'c temperatures and the mag boots must be turned on with a simple on/off switch on each boot on the side of the heel.
On top of these practical problems the coveralls stain very easily and somehow always look horrendous on all but the most attractive people.
It is 'one size fits no-one' and users have reported them being itchy, chafing, constricting and some even find them panic inducing, especially when using the safety cupola.

On B company ships, the only clothing available in the ships locker is B company standard issue coveralls (at times referred to as the SIC, or B-SIC). They number roughly one for each expected crew member on the vessel.

Their products can be found all over, from the ubiqutous Blowtorch to the gargantuan Behemoth, the affordable Barreller to the high performance Burtram, B company is all over and only growing.

Their comparatively low tech makes it so that nearly everyone can repair and mantain B company products. The widespread nature of the machines and vessels result in a vast availability of spare parts and people who know how to repair them.
B company products are also simple in their design, often resulting in them being far easier to understand and modify locally.

THE SHIP

THE BARRELLER

The Barreller, produced and designed by the B-company, famous for their Blowtorch design has also created a small freighter for the traveller on a budget.
It is designed like a pair of spheres, held together with a pipe structure, below this support structure, in line with the spheres a large detachable cargo unit (the Barrel) is clamped into place working similarly to a container, but non standardized and roughly cylindrical so it can't be stacked unless stood upright, which is not how it is loaded.

The front sphere actually has another sphere inside of it, the outer sphere rotates to create artificial gravity.
However the double hull design makes it so that the spin rotation must be turned off to dock with other vessels, thus turning off the gravity of the entire living area.
Because of this, it also lacks a bridge with windows which is often popular with ship owners, instead opting for a small viewing port with windows in the front.
This area lacks gravity and can be noisy should the spin gravity not be properly oiled and mantained.

Also note that because of the lack of a counter-revolutionary rear section, the entire vessel needs to be "set straight" now and again because of the rotations lacking a counter rotation.

For armament the Barreller only has a patented "Automatic Fire Airpsace Safety weapon" (also known as AFAS-weapon), a crude joke of spaceship weaponry. It consists of a single slow firing machine gun designed for personal use. The turret cannot even mount spaceship grade weapons.

Still its low cost makes it popular with many new companies and several traveller groups on a budget.

THE BARRELLER MkII

The model two features an improved generator system, because a select few individuals felt that the ship suffered from poor fuel economy.
That's the PR reason, the true reason is the stockpile of old chemical generators ran out and the B-company added another fusion generator.
Because of this, the cargo capacity could be increased, at the cost of the vessel costing more to produce for the B-company, as the stockpile was free and the fusion generators must actually be bought. But the end price is better for the customer.

So nowadays the Mk1 Barreller isn't actually available for sale since they aren't being produced anymore.
B company however doesn't make any differentiation between the two and just call them both Barreller.

Both variants are however very common, many of the old ones have also been upgraded with a secondary fusion generator vastly improving fuel efficiency.

LIFE ON A BARRELLER

Life on these ships is harsh, double bunking is demanding on any ship, but when the beds are as small and poor as theese then it becomes near torturous to endure.

The cramped bridge can basically only fit a single person, the corridor behind them is constantly spinning to produce gravity.
It takes some time to get used to the jumps between spin gravity sections and weightless, with most of the ship lacking gravity.

Upgrading the generator to stock Mk2 means that it runs hot, plunging the reactor room into above 100 degrees centigrade. Which means one have to choose between plumes of black smoke or unbearable work temperature conditions.

The ship lacks a proper M-drive, which so many take for granted, meaning that one has to employ 'coasting' to not run out of fuel. One must still be careful with fuel economy so that fuel doesn't run out prematurely.
Luckily the Barreller comes standard with a fuel processor but lacking a fuel scoop and with the machines abyssmal speed makes refuelling this way a true test of patience.

Some will wonder if the prize is worth it? It is almost a tenth of several same tonnage vessels.
But still, is it worth it?

THE RULES

The following stat sheets will have small descriptive texts following many components. These are budget componens which have unexpected flaws.
Those flaws are specified in the text and any size changes are already counted into the design.

"HIGH YIELD FREIGHTER" BARRELLER

TL 8		Tons	Cost(Cr)
	100 ton light dispersed no-gravity		
Hull	hull	-	625'000
Armour	0	-	-
M-Drive	Thrust 0	1	1'500'000
The M-drive only works within the 100 diameter of a planet			
R-Drive	5	10	2'000'000
J-Drive	Jump-1	10	11'250'000
Imported jump drive which upon re-entry unleashes a bright flash which blinds up to 50'000km distance			
Power plant	Fusion, 20	3	800'000
The generator is bulky and ugly taking and unusual amount of space, only enough to rund standard systems			
	Chemical generator, 12	3	562'500
The chemical generator produces less than expected and runs the M-drive and the jump drive			
Fuel tanks	1 J-1, 1 week of operation	30	-
Bridge	Small bridge	6	200'000
The bridge is just ugly and bad -1 on spacecraft operation, additional -1dm on leadership tests, -4dm on impressing visitors			
Computers	Computer/5	-	22'500
Slow computing adds 25% to jump calculations			
Sensors	Basic, -4	-	-
Weapons	Small mount, Machine gun	1	1'875
Slow firing machine gun, it has auto 3 instead of auto 4, the gun traverse is limited giving -1dm on tests			
Systems	Fuel processor (10 tons/day)	1	40'000
The fuel processor is slow and noisy, halved production			
Staterooms	Double occupancy x2	8	400'000
The mattresses are shit, creaky metal frame beds, a single small drawer for both crew to store their belongings			
Software	Jump control/1	-	100'000
	Library, Manouvre	-	-
	Virtual mining 1	-	500
The virtual mining program is totally not a spy program			
Common areas	Common room	1	75'000
The room is tiny, plus everything is on 3'5 minute timers giving -1dm to make showroom meals			
Cargo		26	

TOTAL: MCr 17.577'375

CREW

Captain, Pilot, Astrogato/Gunner, Engineer

RUNNING COSTS

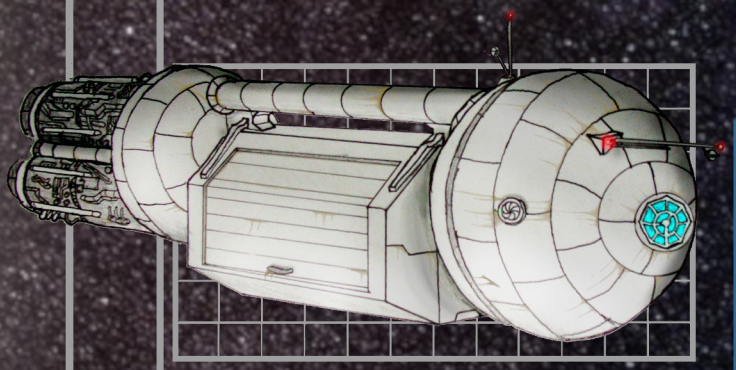
Maintenance cost: 1'464/month

*****

Purchase cost: MCr 17.577375

POWER REQUIRMENTS

2.5 MANOEUVRE DRIVE	20 BASIC SHIP SYSTEMS
10 JUMP DRIVE	0 SENSORS
1 FUEL PROCESSOR	



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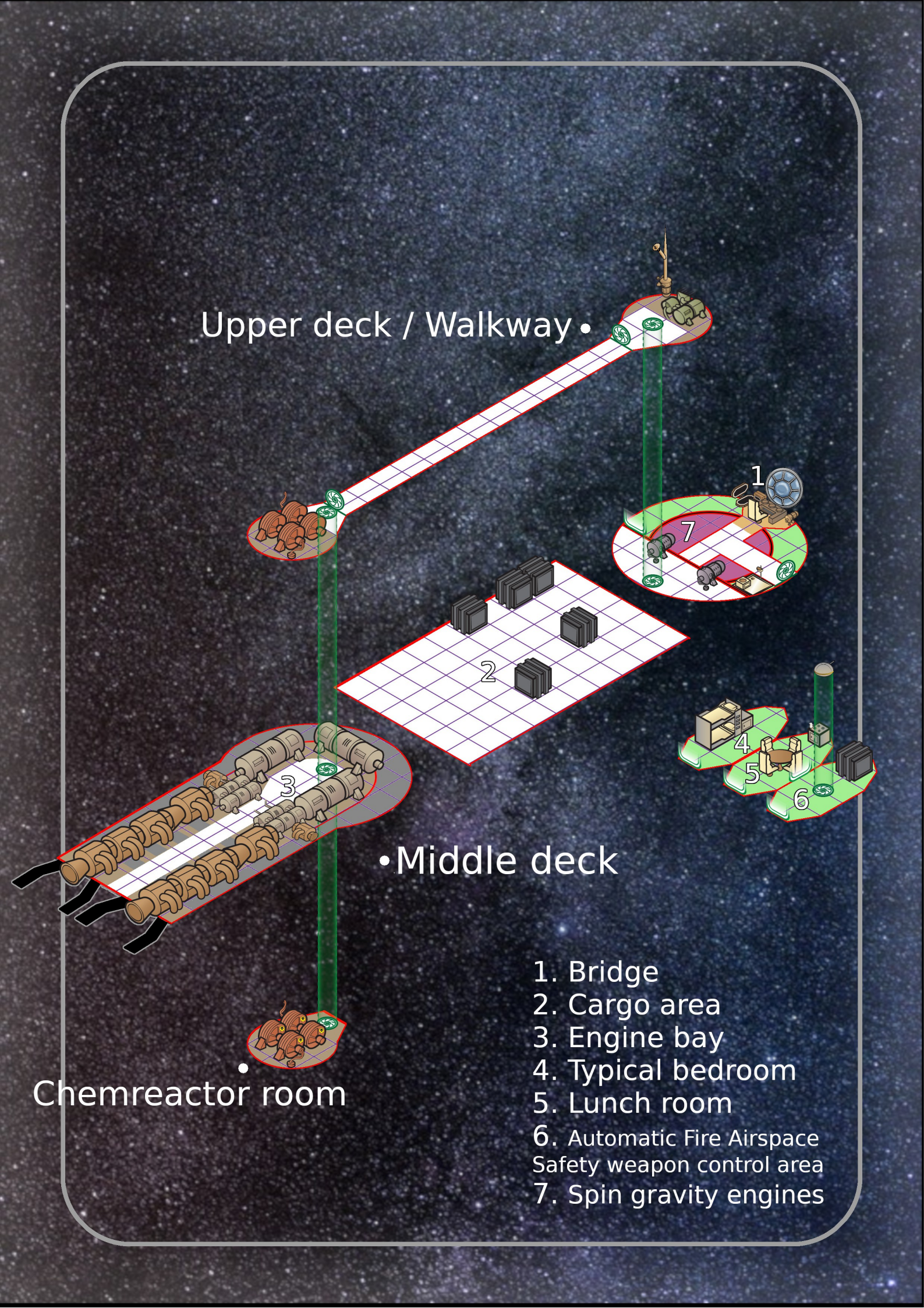
Hull points

The Barreller feature horrendous living conditions and barely functioning power supply, requiring the ship to turn off unnessecary systems to run the jump drive or run the smoke belching chemfuel generator.

But the Barreller is cheap, few can compare to its primary selling point, the B company has done a marvelous job in reducing costs and as such there is basically nothing in its weight-class that can compare in that regard.


Upper deck / Walkway
1
7
2
4
5
6
3
Middle deck
Chemreactor room
1. Bridge
2. Cargo area
3. Engine bay
4. Typical bedroom
5. Lunch room
6. Automatic Fire Airspace
Safety weapon control area
7. Spin gravity engines

"HIGH YIELD FREIGHTER"

BARRELLER 'Mk2'

TL 8		Tons	Cost(Cr)
	100 ton light dispersed no-gravity		
Hull	hull	-	625'000
Armour	0	-	-
M-Drive	Thrust 0	1	1'500'000
The M-drive only works within the 100 diameter of a planet			
R-Drive	5	10	2'000'000
J-Drive	Jump-1	10	11'250'000
Imported jump drive which upon re-entry unleashes a bright flash which blinds up to 50'000km distance			
Power plant	Fusion, 20	3	800'000
The generator is bulky and ugly taking and unusual amount of space, only enough to rund standard systems			
	Fusion 10	1	400'000
Runs hot so the generator room easily reaches dozens of degrees centigrade as the generator usually reaches 120*c, it is needed to run the m-drive and the jumpdrive (The company claims this reduces heating costs, while true...)			
Fuel tanks	1 J-1, 1 week of operation	30	-
Bridge	Small bridge	6	200'000
The bridge is just ugly and bad -1 on spacecraft operation, additional -1dm on leadership tests, -4dm on impressing visitors			
Computers	Computer/5	-	22'500
Slow computing adds 25% to jump calculations			
Sensors	Basic, -4	-	-
Weapons	Small mount, Machine gun	1	1'875
Slow firing machine gun, it has auto 3 instead of auto 4, the gun traverse is limited giving -1dm on tests			
Systems	Fuel processor (10 tons/day)	1	40'000
The fuel processor is slow and noisy, halved production			
Staterooms	Double occupancy x2	8	400'000
The mattresses are shit, creaky metal frame beds, a single small drawer for both crew to store their belongings			
Software	Jump control/1	-	100'000
	Library, Manouvre	-	-
	Virtual mining 1	-	500
The virtual mining program is totally not a spy program			
Common areas	Common room	1	75'000
The room is tiny, plus everything is on 3'5 minute timers giving -1dm to make showroom meals			
Cargo		28	

TOTAL: MCr 17.414'875

CREW

Captain, Pilot, Astrogato/Gunner, Engineer

RUNNING COSTS

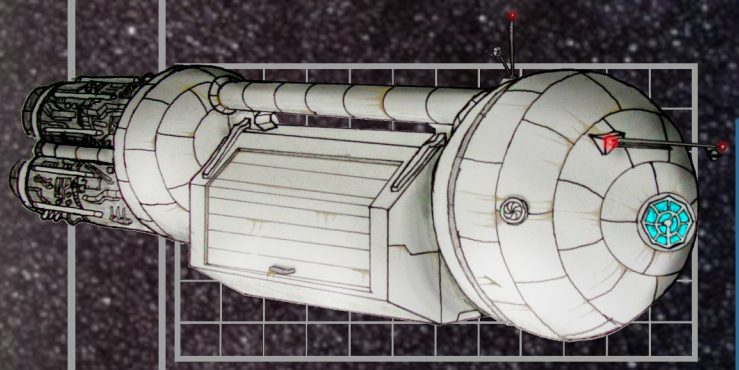
Maintenance cost: 1'452/month

*****

Purchase cost: MCr 17.414'875

POWER REQUIRMENTS

2.5 MANOEUVRE DRIVE	20 BASIC SHIP SYSTEMS
10 JUMP DRIVE	0 SENSORS
1 FUEL PROCESSOR	



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But the Barreller is cheap, few can compare to its primary selling point, the B company has done a marvelous job in reducing costs and as such there is basically nothing in its weight-class that can compare in that regard.

The Mk2 or model 2 feature more cargo space and better fuel economy, an all around more usable vessel.

IT'S A HAULERS LIFE

The bed somehow creaked even when he lay still, he didn't want to get up but his shift was about to start and Jones was to use his cot now for his sleep pass.

It was 8 years ago now, dreamy eyed he had seen the starships fly by outside the high port and been amazed at how pretty they were, how he wanted to ride them then. Like a dream come true he came and offered him exactly that, Edward Trusty was his name, the cheap green cap and the mildly grease stained grey t-shirt would have scared him off today but back then it was a gift from some sort of divine power.

In moments he had agreed to his terms, an alright deal all things considered, Trusty had that going for him, the crew runs the ship, any haul we do for Trusty we get 10% from. Any personal hauls we do with the ship Trusty gets 10%. It was honestly an ok deal, he wondered if.....

-"Ey, shitbag! I need to sleep!" Jones was pissy and whacking him with a holo-tablet, probably something he was gonna watch porn on.
-"Yeah yeah, i'm up." With a stiff but practised heave he fell out of the cot to his feet.
The room outside was spinning and only every 10 seconds or so (he never bothered counting) the doorway was accessible and he had to time the jump.
It wasn't hard, but one of the newbies had once been too slow and the revolving hull nabbed his whole right leg and his left foot, almost bled to death on the floor.
Was extra iffy getting him out with him in the bedroom and two severed legs floating around in the access room, the rotary engines humming loudly and the paramedic cursing the idiocy of those who designed this bloody ship.

The jump was graceful and immediately he was in zero G and using the handlebars on the walls to get around.
He quickly took left, entered the access tube in the middle of the revolving section and could see the captain gently spinning in the pilot seat.
Technically the captain was sitting still and the section was spinning, it took some getting used to.
-"Cap, ready for work." He was double checking his orders and reporting in so that cap knew he wasn't slacking off.

-"You're finally up, good. Chem reactor's been acting up, we don't want it to lose power so close to the end of the jump, go and check on it." Captain Eckard was no nonsense and wore one of the B-SIC's, in truth he felt he was gonna Be-Sick of those!
Not even he was finding the joke funny, probably because those damn coveralls were all to impossible to get used to.

With practised ease he simply fell back, sprung off with his feet on a hand rail in the 'roof' and shot himself towards the access room, there on the back side was the iris valve leading up to the rear access tunnel, it was stuck open.
Partly because all the crew found it more practical that way and partly because it had actually broken.
Climbing up his face glanced over the fuel processor. When it was running one had to sleep with ear buds or something, it was a loud bugger, and slow.
Worst part was hauling the materials to it through the interior of the ship from the main airlock and the broken iris valve.
Turning around he saw Evy in the tunnel, he let out a sigh.
He remembered when the news that a woman was gonna work on the ship came, such a happy day.
Turned out Evy is the most bitter and hog-haggarding ugly bitch you ever saw, her blonde hair always tufty and crooked teeth, the stained B-SIC coverall didn't help either.
Even if he wanted to get together with her, she already got together with Eckard. What they see in each other is a mystery.
The real problem was that getting past someone in the access tunnel, especially Evy, a more broad shouldered brute of a woman he had never seen.

-"Git outa da way! Shit 'ead!" Evy pressed away his stomach as they were gliding past each other in swimming motions. The pressure she put was just enough to wind him.
He ignored her.

One could actually zoom along the access tunnel quickly in zero G when used to it. The odd creaking and only few feets of sparkling hydrogen along with the thin steel tube the only thing between him and jump space. It didn't bother him, he was used to it.

He sprung off the fusion generator, down the iris valves in the rear and simply floated past the roaring engine room. The chem generator had already filled the room with thick belching smoke. Black, grey and blue.
Something was clearly wrong with this thing. He put on his gasmask and got to work.
Yep, induction manifold stuffed up again, need to suck it clean with a vacuum.
He realized he forgot his tool box in his room.
He sighed heavily.